

# PS4

## Ragnarok

### Flex Modchip

# Special Factory Instructions



Revised 11/6/2014

[www.Viking360.com](http://www.Viking360.com)



# Introduction

The Viking “Ragnarok” software platform includes special provisions for mod shops that sell pre-modded gaming controllers. The mod chip allows the mod shop to lock or unlock only those features that the end customer has purchased.

## Factory Lock/Unlock Programming

The mod shop must decide which mods will be unlocked for the customer. When the mod chip is powered up for the first time, it enters a special factory programming mode. The mod chips begins by asking if basic rapidfire should be unlocked. LED1 will display a color that corresponds with the various mods that can be locked or unlocked. The lock/unlock information is programmed one-by-one with the following sequence:

| <u>Color Sequence</u> | <u>Mod</u>                                     |
|-----------------------|------------------------------------------------|
| RED                   | Rapid fire                                     |
| PURPLE                | Dual-trigger Rapid Fire                        |
| YELLOW                | Jitter                                         |
| BLUE                  | Akimbo Rapidfire                               |
| GREEN                 | Burst Rapidfire                                |
| PINK                  | Hybrid Optic Rapidfire (currently unavailable) |
| ORANGE                | Dropshot/Jumpshot                              |
| BLUE                  | Fast Reload                                    |
| RED                   | Quick Scope                                    |
| GREEN                 | Sniper Breath Hold                             |
| WHITE                 | Zombie auto aim                                |
| YELLOW                | Auto Spot                                      |
| AQUA/LIGHT BLUE       | Auto Sprint                                    |
| PINK                  | Turbo Melee                                    |
| WHITE                 | Selectable Button Layouts                      |
| WHITE (AGAIN)         | Programmable Re-mappable Tac Switches          |

To unlock a mod, press the TRIANGLE button. LED4 will flash green to indicate that it accepted your input and unlocked the mod. To lock a mod, press the EX button. LED4 will flash red to indicated that it accepted your input and locked the mod.



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If at any time you realize you have entered an incorrect lock/unlock, you may press the mod switch to start over again at the beginning. Once the final mod on the list has been locked/unlocked, the changes become permanent and cannot be changed unless a master password reset is issued.

In the future once the “PROG” programming port on the mod chip is activated by Viking (ETA: end of December 2013), the mod shop can choose to perform the lock/unlock by connecting a special USB factory programming tool to the modchip.

# Master Password Reset

The lock/unlock information in the mod chip can be erased by entering an 8-byte password. The password can contain the numbers 0-9, or the letters A-F. You must contact Viking for your specific master password. The password should be kept in a secure, secret place and only shared with the most trusted staff. It is typically wise to have staff execute special legal agreements with the company to further protect the master reset password.

The master reset password input menu can be accessed by doing the following: Hold the mod switch and tap the PS-Home button. All four LED's will turn on WHITE. The mod is now awaiting further input. Hold PS-Home, hold mod switch, and then tap the EX button. The LED's will quickly blink a red-green-blue sequence and then go dark. The mod is now waiting for you to enter an 8-byte password. Each button represents a character or letter in the password:

| <b><u>Button</u></b> | <b><u>Password Number</u></b> |
|----------------------|-------------------------------|
| D-Pad Up             | 0                             |
| Right Stick Center   | 1                             |
| D-Pad Left           | 2                             |
| Left Stick Center    | 3                             |
| D-Pad Down           | 4                             |
| Triangle Button      | 5                             |
| Left Bumper          | 6                             |
| D-Pad Right          | 7                             |
| Right Bumper         | 8                             |
| Square               | 9                             |
| PS Home              | A                             |
| Mod switch           | B                             |
| EX                   | C                             |
| Circle               | D                             |
| Right Trigger        | E                             |
| Left Trigger         | F                             |



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For example, if your password is “00110011”, then you would press this button combination to reset the lock/unlock information:

d-pad up, d-pad up, right stick, right stick, d-pad up, d-pad up, right stick, right stick

After each button press the mod will blink green to indicate that it accepted your input. At the end of the 8 bytes, the mod will either blink GREEN three times to indicate it accepted your password, or blink RED three times to indicate that it rejected your password.

Upon a successful password entry the mod chip will erase all lock/unlock information, reboot the mode, and enter the factory lock/unlock programming menu again.

Upon a failed password entry, the modchip will exit the menu.

## Global Mod Reset

In the event that a customer is confused and needs to reset all mods to the default values, there is a global mod reset function. To reset all mods, modes, speeds, and delays to the factory default, follow these instructions: hold the mod switch and tap the PS-Home button and then release both buttons. All four LED's will glow WHITE, the mod is now awaiting further input. Hold the PS-Home button and then tap D-Pad down. A special WHITE blinking LED sequence will play back, the mod will erase and reprogram itself to the factory default settings, and then reboot the mod. This Global Mod Reset does NOT affect the lock/unlock information. The only way to modify the lock/unlock information is to perform a master password reset.